

Design Technology (DT)

Milestone 2 LKS2

Cycle 2022-2023

The expected level on this milestone represents the required level for a Year 4 child.

Mechanical Systems (Levers & Linkages)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Explored and used mechanisms such as flaps, sliders and levers.			
Gained experience of basic cutting, joining and finishing techniques with paper and card.			
Designing			
Generate realistic ideas and their own design criteria through discussion, focusing on the needs of the user.			
Use annotated sketches and prototypes to develop, model and communicate ideas.			
Making			
Order the main stages of making.			
Select from and use appropriate tools with some accuracy to cut, shape and join paper and card.			
Select from and use finishing techniques suitable for the product they are creating.			
Evaluating			
Investigate and analyse books and, where available, other products with lever and linkage mechanisms.			
Evaluate their own products and ideas against criteria and user needs, as they design and make.			
Technical knowledge and understanding			
Understand and use lever and linkage mechanisms.			
Distinguish between fixed and loose pivots.			
Know and use technical vocabulary relevant to the project.			

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Mechanisms (Pneumatics)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Explored simple mechanisms, such as sliders and levers, and simple structures.			
Learnt how materials can be joined to allow movement.			
Joined and combined materials using simple tools and techniques.			
Designing			
Generate realistic and appropriate ideas and their own design criteria through discussion, focusing on the needs of the user.			
Use annotated sketches and prototypes to develop, model and communicate ideas.			
Making			
Order the main stages of making.			
Select from and use appropriate tools with some accuracy to cut and join materials and components such as tubing, syringes and balloons.			
Select from and use finishing techniques suitable for the product they are creating.			
Evaluating			
Investigate and analyse books, videos and products with pneumatic mechanisms.			
Evaluate their own products and ideas against criteria and user needs, as they design and make.			
Technical knowledge and understanding			
Understand and use pneumatic mechanisms.			
Know and use technical vocabulary relevant to the project.			

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Textiles (2D Shape to 3D Product)	Basic:	Expected:	Deep;
Prior Learning/ Experiences			
Have joined fabric in simple ways by gluing and stitching.			
Have used simple patterns and templates for marking out.			
Have evaluated a range of textile products.			
Designing			
Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s.			
Produce annotated sketches, prototypes, final product sketches and pattern pieces.			
Making			
Plan the main stages of making.			
Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.			
Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.			
Evaluating			
Investigate a range of 3-D textile products relevant to the project.			
Test their product against the original design criteria and with the intended user.			
Take into account others' views.			
Understand how a key event/individual has influenced the development of the chosen product and/or fabric.			
Technical knowledge and understanding			
Know how to strengthen, stiffen and reinforce existing fabrics.			
Understand how to securely join two pieces of fabric together.			
Understand the need for patterns and seam allowances.			
Know and use technical vocabulary relevant to the project.			

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Food (Healthy and Varied Diet)	Basic	Expected	Deep
Prior Learning/ Experiences			
Knows some ways to prepare ingredients safely and hygienically.			
Have some basic knowledge of and understanding of healthy eating and the eat well plate.			
Have used equipment or some equipment and utensils and prepared and combined ingredients to make a product.			
Designing			
Generate and clarify ideas through discussion with peers and adults to develop design criteria including appearance, taste, texture and aroma for an appealing product for a particular user and purpose.			
Use annotated sketches and appropriate information and communication technology such as web based recipes to develop and communicate ideas.			
Making			
Plan the main stages of a recipe listing ingredients utensils and equipment.			
Select and use appropriate utensils and equipment to prepare and combine ingredients.			
Select from a range of ingredients to make appropriate food products thinking about sensory characteristics.			
Evaluating			
Carry out sensory evaluations of a variety of ingredients and products. Record the evaluations e.g. using tables and simple graphs.			
Evaluate the ongoing work and the final product with reference to the design criteria and the views of others.			
Technical knowledge and understanding			
Know how to use appropriate equipment and utensils to prepare and combine food.			
Know about a range of fresh and processed ingredients appropriate for their product and whether they are grown reared or caught.			
Know and use relevant technical and sensory and vocabulary appropriately.			